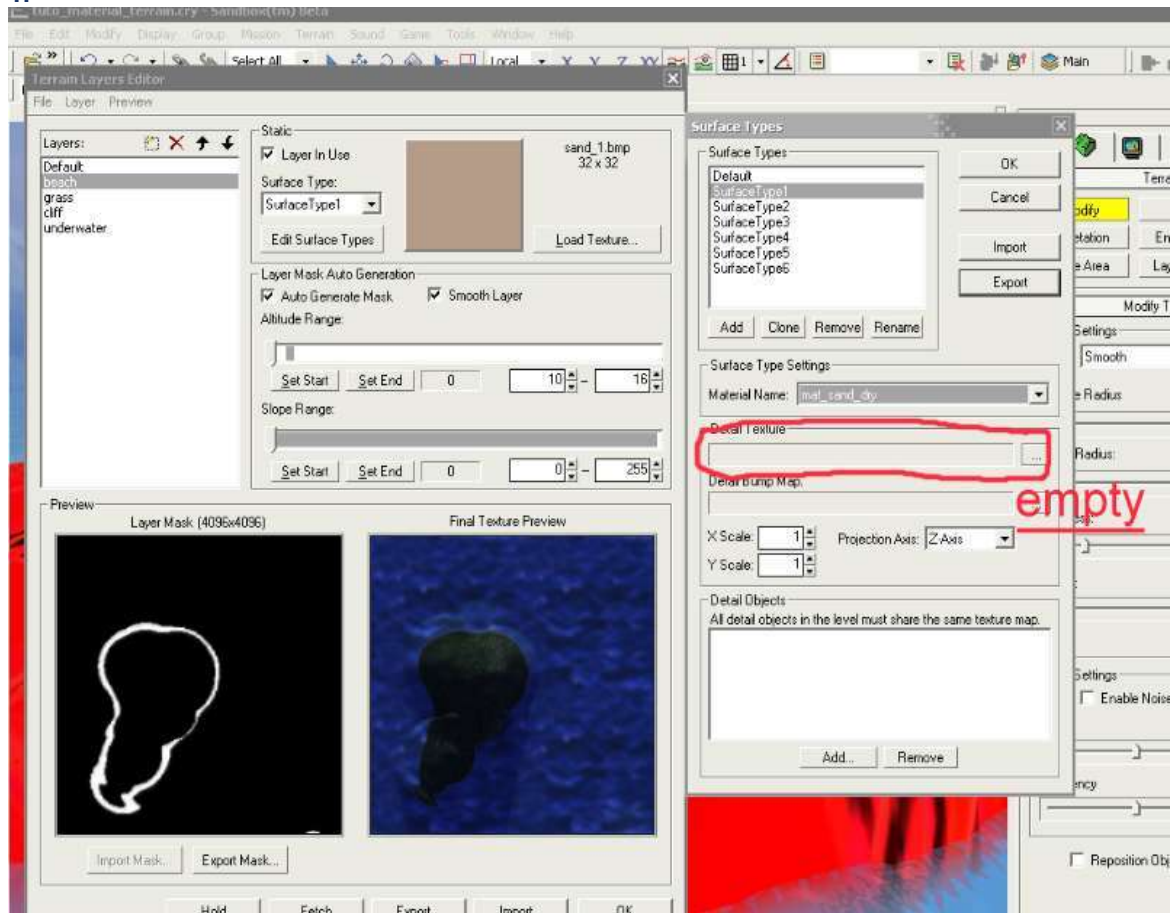
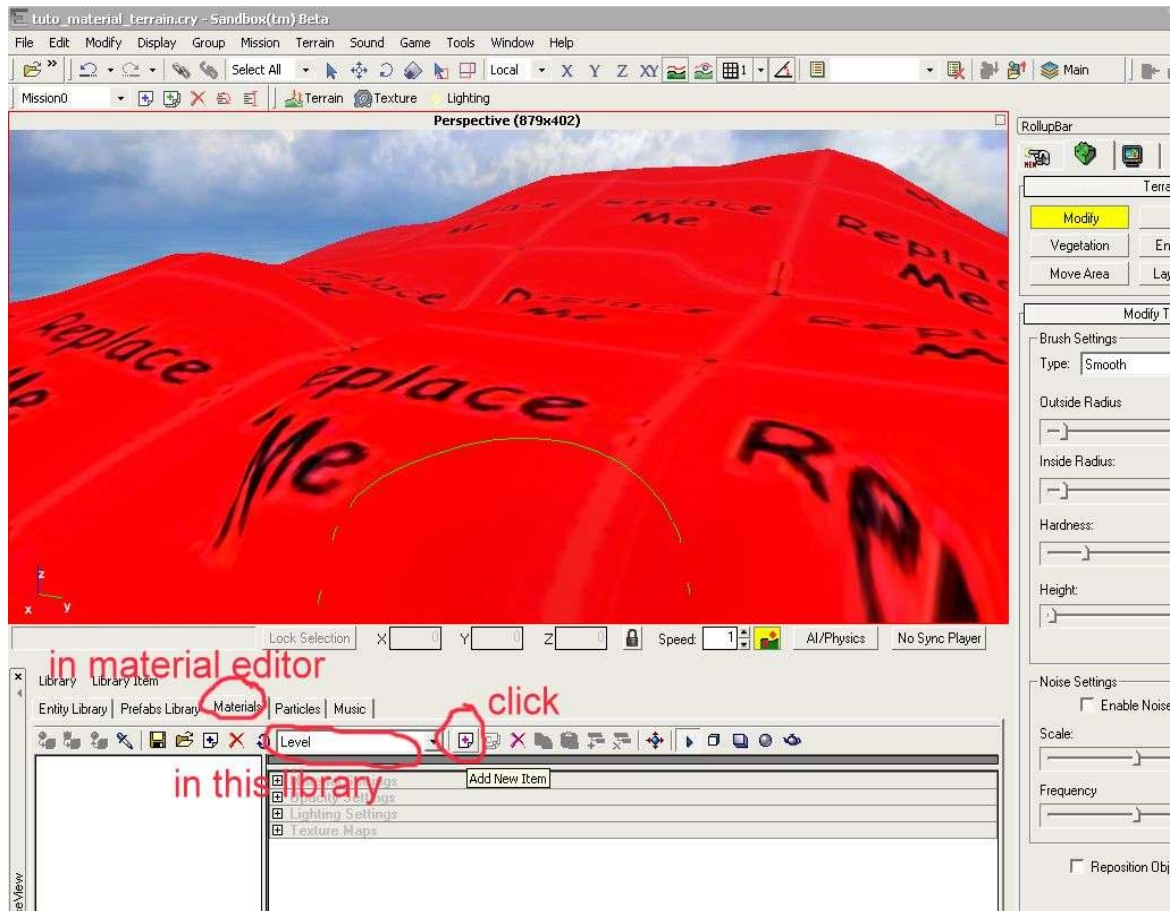


Tutorial how to get BumpMaps on Terrain

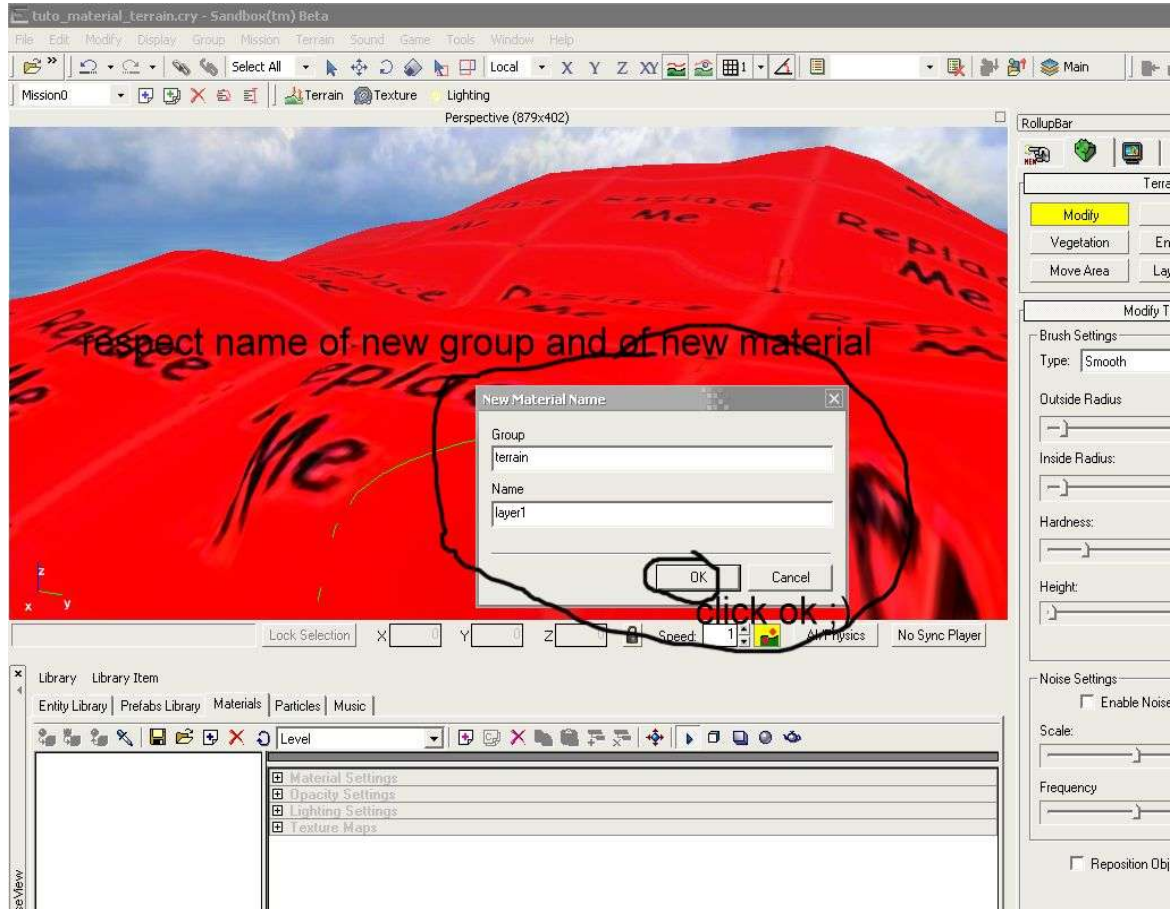
1.



2.



3.



4.

tuto_material_terrain.cry - Sandbox(tm) Beta

File Edit Modify Display Group Mission Terrain Sound Game Tools Window Help

Mission0 Terrain Texture Lighting

Perspective (879x665)

DataBaseView

Library Library Item

Entity Library Prefabs Library Materials Particles Music

Level

Material Settings

Shader	TerrainLayer
Active	False
Frame	False
Decal	False
Shadow	True
Sort Always	False

Scale Settings

city	100
alphaTest	0

Lighting Settings

Diffuse Lighting	False
Specular	255,255,255
Normal	127,127,127
Color	0,0,0
Intensity	0,0,0
0	0

Shader Generation Params

Diffuse lighting	False
Specular lighting	False
Bump map	False
Glow in Dif. alpha	False
Diffuse alpha out	False
Normalize Bump	False
Ambient EnvCM	False
Specular EnvCM	False
Masked EnvCMAmb	False
Gloss map	False
Gloss map DiffAlpha	False

clone layer1 to create material of all surface type with the right name and the right shader (optimisal tips)

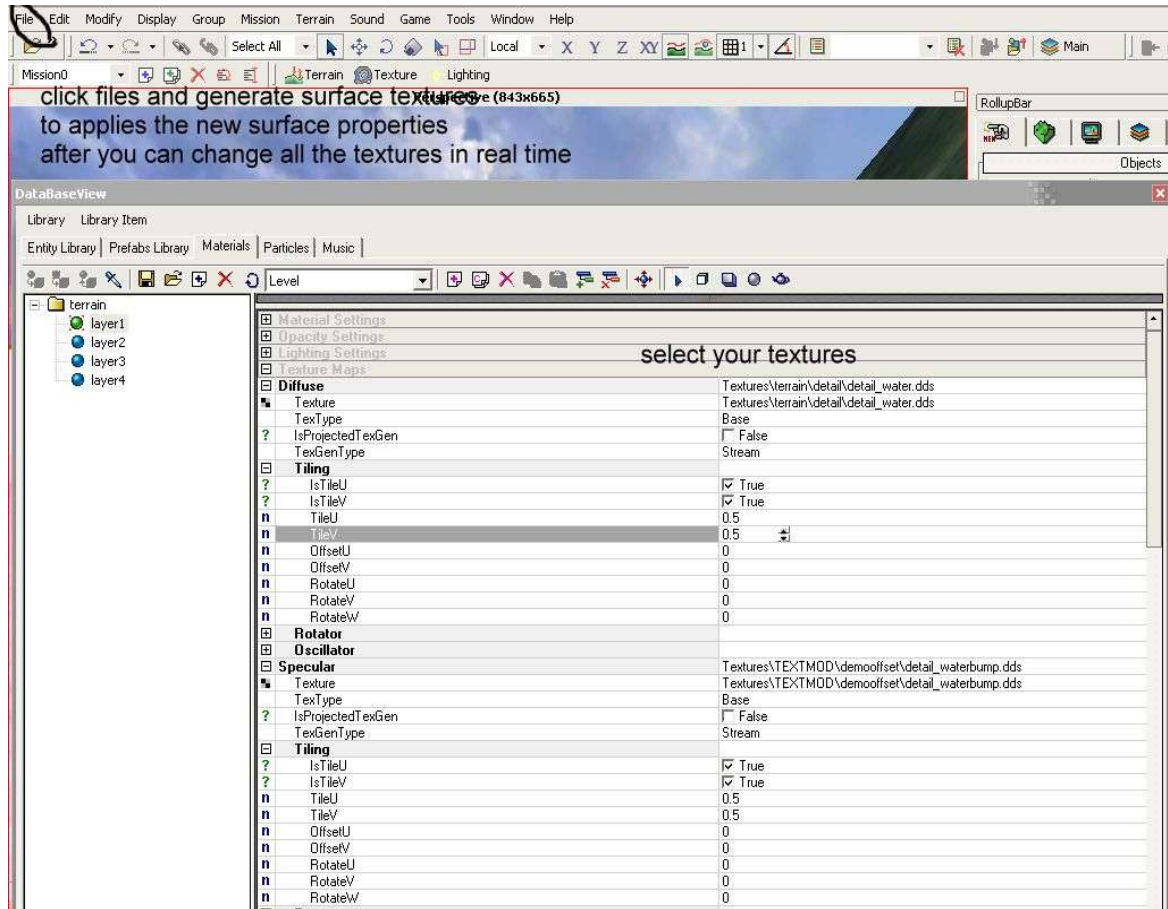
select terrain layer shader

5.

The screenshot shows a software interface with a 'DataBaseView' window. The window title is 'tuto_material_terrain.cry - Sandbox(tm) Beta'. The menu bar includes 'File', 'Edit', 'Modify', 'Display', 'Group', 'Mission', 'Terrain', 'Sound', 'Game', 'Tools', 'Window', and 'Help'. The toolbar contains various icons for file operations and navigation. The 'DataBaseView' window has tabs for 'Library', 'Library Item', 'Entity Library', 'Prefabs Library', 'Materials', 'Particles', and 'Music'. The 'Materials' tab is active, showing a list of material properties and their values. The list is organized into sections: 'Diffuse', 'Specular', 'Bumpmap', 'Normalmap', 'Detail', 'Decal', 'SubSurface', and 'Shader Generation Params'. The 'Shader Generation Params' section is highlighted with a circle and an arrow pointing to the text 'select textures for each layer diffuse normal specular... its activate when a functional shader generation params is select'. The 'Shader Params' section is also highlighted with a circle and an arrow pointing to the text 'select shader you want active by click'. The 'Shader Params' section contains a list of parameters with checkboxes and values. The 'Shader Params' section is also highlighted with a circle and an arrow pointing to the text 'the shader generate this new boxes to change params of shader (amount of bump, specular force ... reflection force...)'. The 'Shader Params' section contains a list of parameters with checkboxes and values.

Property	Value
ambient	255,255,255
Diffuse	127,127,127
Specular	0,0,0
Emisive	0,0,0
Shininess	
Texture Maps	
Diffuse	
Specular	
Bumpmap	
Normalmap	
Lubemap	
Detail	
Opacity	
Decal	
SubSurface	
Shader Generation Params	
Diffuse lighting	<input checked="" type="checkbox"/> True
Specular lighting	<input checked="" type="checkbox"/> True
Bump map	<input checked="" type="checkbox"/> True
Glow in Dif. alpha	<input type="checkbox"/> False
Diffuse alpha out	<input type="checkbox"/> False
Normalize Bump	<input type="checkbox"/> False
Ambient EnvCM	<input type="checkbox"/> False
Specular EnvCM	<input type="checkbox"/> False
Masked EnvCMAmb	<input type="checkbox"/> False
Gloss map	<input checked="" type="checkbox"/> True
Gloss map DifAlpha	<input type="checkbox"/> False
RealTime cube-map	<input type="checkbox"/> False
Offset bump-mapping	<input checked="" type="checkbox"/> True
PerPixel Specular	<input checked="" type="checkbox"/> True
PerPixel Spec. Shininess	<input type="checkbox"/> False
Alpha Blend	<input type="checkbox"/> False
Shader Params	
specular	1
specularg	1
specularb	1
diffuser	1
diffuseg	1
diffuseb	1
specularexp	32

6.



Problems? See

<http://www.crymod.com/index.php?templateid=showposts&fid=10&tid=1642&CR=56&RL=0>